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TC 200 MAIL ROOM

1. A game controller system communicating between a user and an electronic game device, comprising:

- a portable housing;
- a sensor attached to said housing and responsive to operation by the user to generate signals;
- a radio frequency sender engaged with said sensor, wherein said sender transmits said signals with time domain multiplexed transmission; and
- a radio frequency receiver engaged with the electronic game device for receiving the signals from said radio frequency sender.

2. A game controller system for communicating between at least two users and an electronic game device, comprising:

- a portable housing;
- at least two sensors engaged with said housing wherein each sensor is responsive to operation by at least one of the users to generate signals;
- a radio frequency sender engaged with said sensors, wherein said sender transmits said signals with time domain multiplexed transmission; and
- a radio frequency receiver engaged with the electronic game device for receiving the signals from said radio frequency sender.

20. A game controller system for communicating between a user and an electronic game device, comprising:

- a portable housing;
- a sensor attached to said housing and responsive to operation by the user to generate signals;
- a radio frequency sender engaged with said sensor, wherein said sender transmits said signals with time domain multiplexed transmission, and wherein said sender provides error correction functions; and
- a radio frequency receiver engaged with the electronic game device for receiving the signals from said radio frequency sender.

21. A game controller system for communicating between a user and an electronic game device, comprising:

- a portable housing;
- a sensor attached to said housing and responsive to operation by the user to generate signals;
- a radio frequency sender engaged with said sensor, wherein said sender transmits said signals with time domain multiplexed transmission, and wherein said sender transmits only changes made to said signals; and
- a radio frequency receiver engaged with the electronic game device for receiving the signals from said radio frequency sender.